G-Stomper Studio
G-Stomper Rhythm
G-Stomper VA-Beast

User Manual

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Contents

14 Pattern Set & Song Arranger 2

14.1 Pattern Set 3
14.1.1 Load Pattern Sets 4
14.1.2 Save Pattern Sets 5
14.1.3 Clear Pattern Sets 6

14.2 Pattern Slots & Banks 7

14.3 Pattern Slot Menu 8
14.3.1 A/B/C/D-[..] 8
14.3.2 Load 9
14.3.3 Save 9
14.3.4 Copy 10
14.3.5 Clear 11

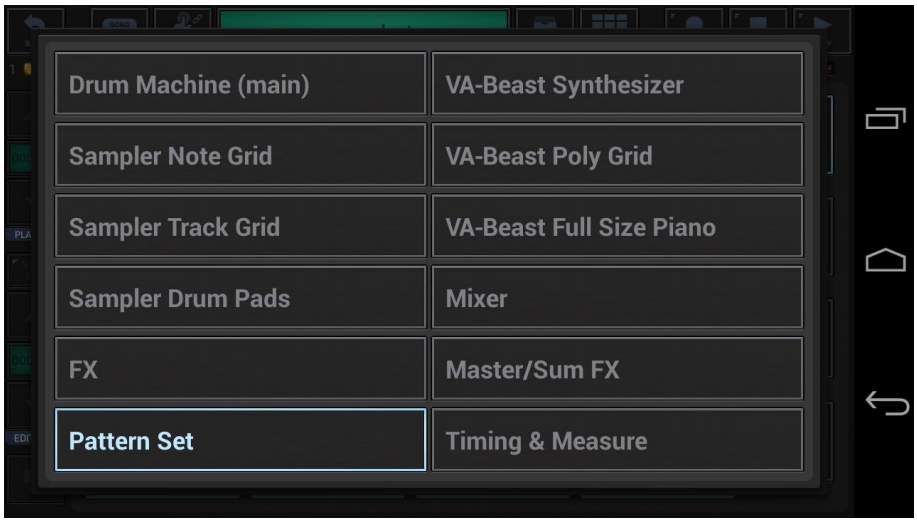
14.4 Live Arranging 12
14.4.1 Beat-Safe Pattern Changes 13
14.4.2 Advanced Pattern Changes 14
14.4.3 Pattern Change Chain Mode 16
14.4.4 Quick Pattern Set Navigator 17

14.5 Song Mode 18
14.5.1 Song Position Controls 19
14.5.2 Song Live Recording 20
14.5.3 Song Playback 21
14.5.4 Song Edit Mode 22
14.5.5 Song Edit Menu 23

14 Pattern Set & Song Arranger

This Chapter explains how to use the Pattern Set & Song Arranger module.

From any screen, use the "View" menu to navigate to the Pattern Set.



14.1 Pattern Set

A Pattern Set is a set of up to 64 Patterns. Optionally it can also contain a Song Arrangement.
It can be seen as a full G-Stomper Studio project.

Pattern Sets are saved in self-contained files, there's no need to save the contained Patterns separately.

The particular Patterns in a Pattern Set can be completely different, they can vary in Tempo, Length, Time Signature, Sounds, actually in any way a Pattern can be customized.

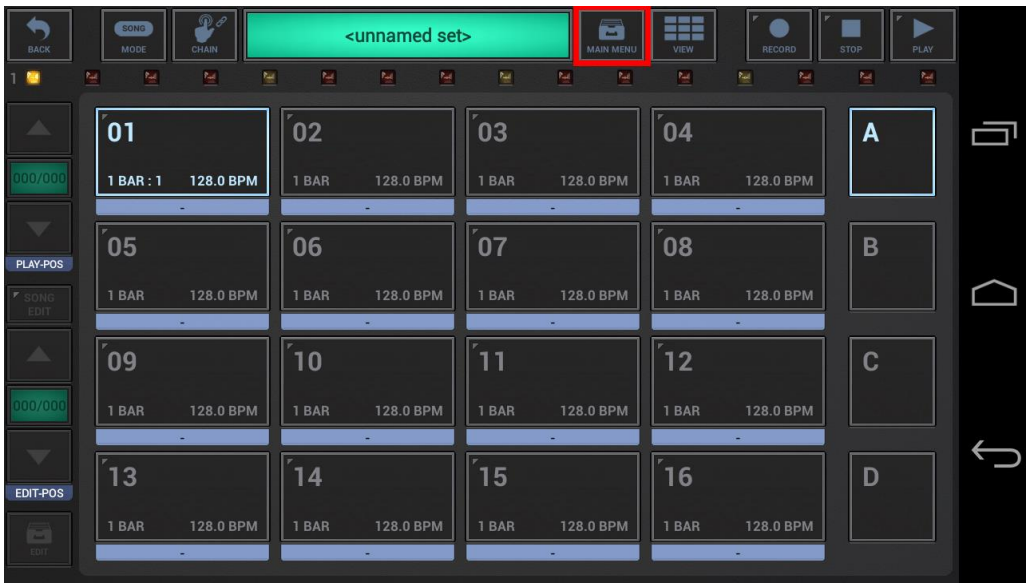
Each Pattern in a Pattern Set is stored in one of the 64 Pattern Slots, which are organized in 4 Banks of 16 (A, B, C, D).

To switch between the different Patterns, simply click one of the Pattern Slots.
This action is called a "Pattern Change".

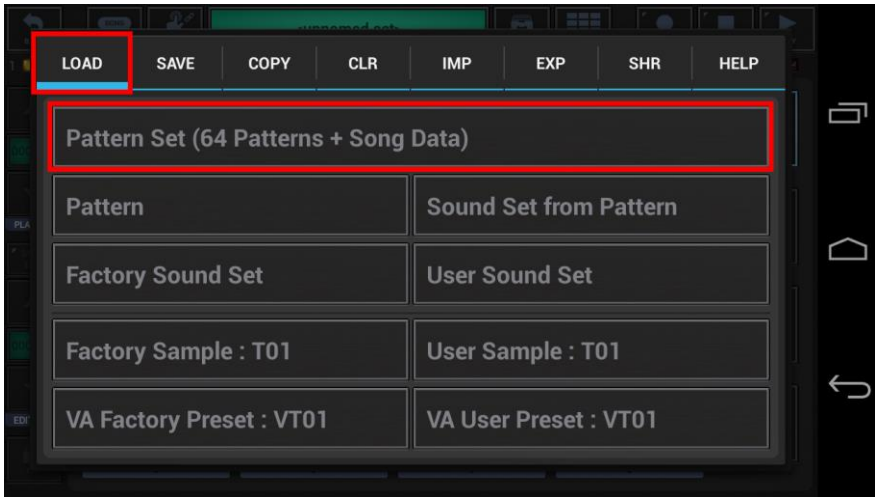
If you do Pattern Changes while the Sequncer is runnging, then the change will actually be scheduled to the end of the currently running Pattern (see Chapter: Beat-Safe Pattern Changes).

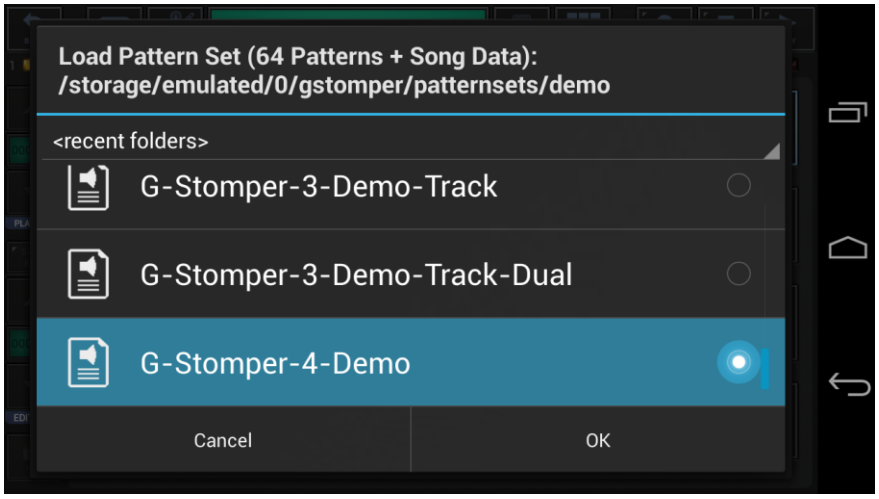
14.1.1 Load Pattern Sets

Open the Main Menu (on every screen).



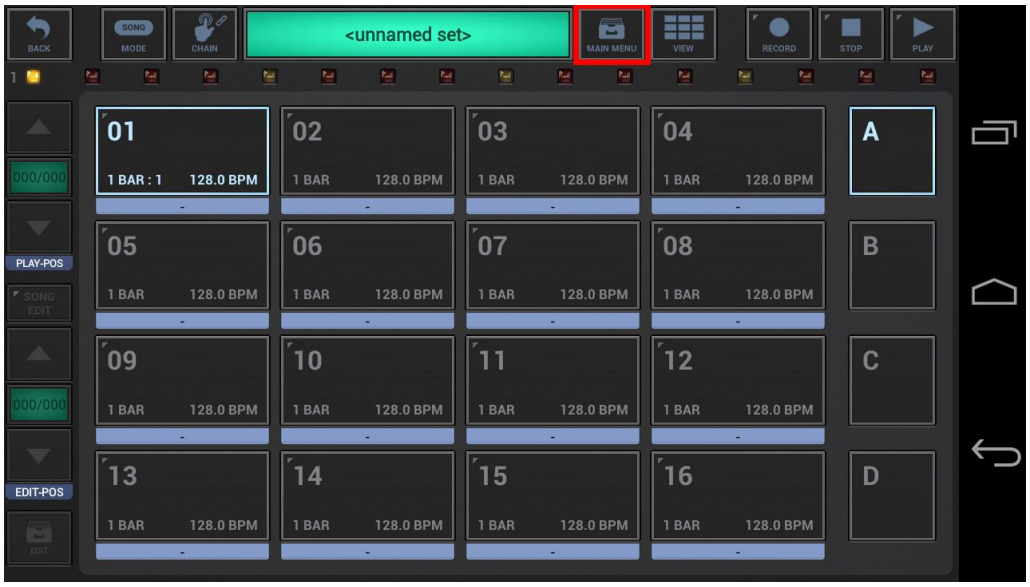
To load a Pattern Set, select the LOAD tab, and then choose "Pattern Set (…)".



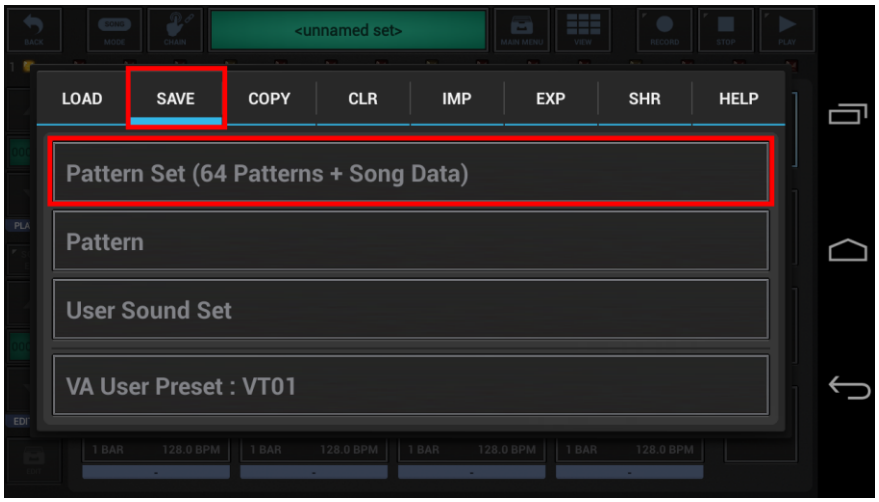


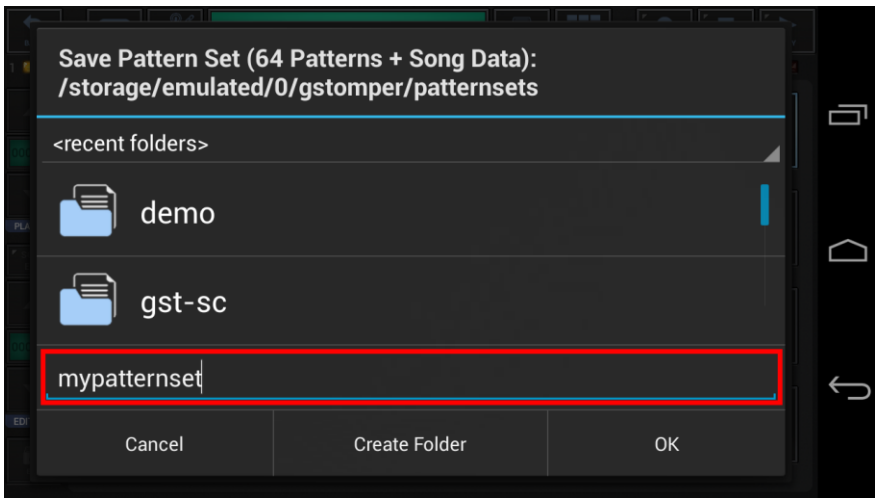
14.1.2 Save Pattern Sets

Open the Main Menu (on every screen).



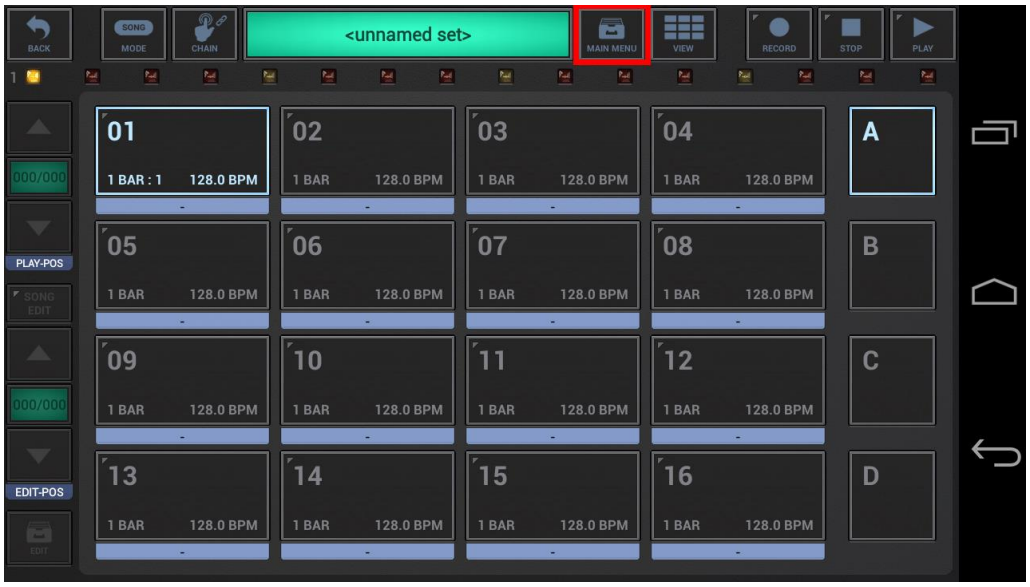
To save a Pattern Set, select the SAVE tab, and then choose "Pattern Set (…)".



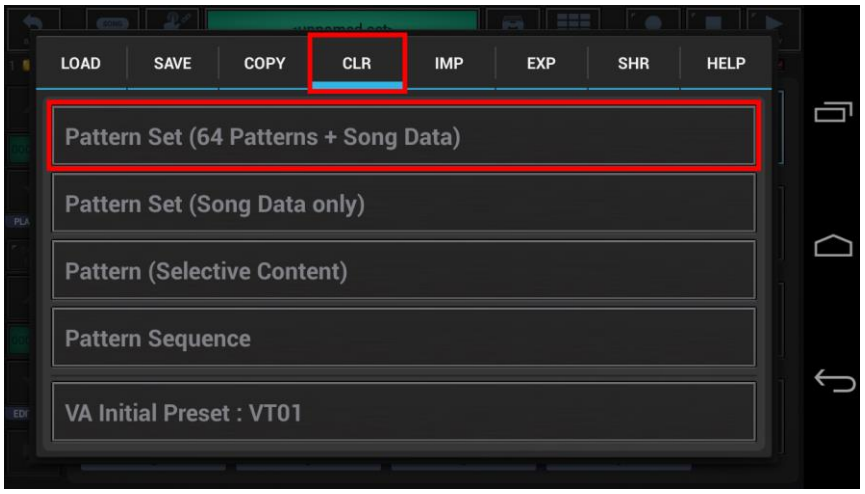


14.1.3 Clear Pattern Sets

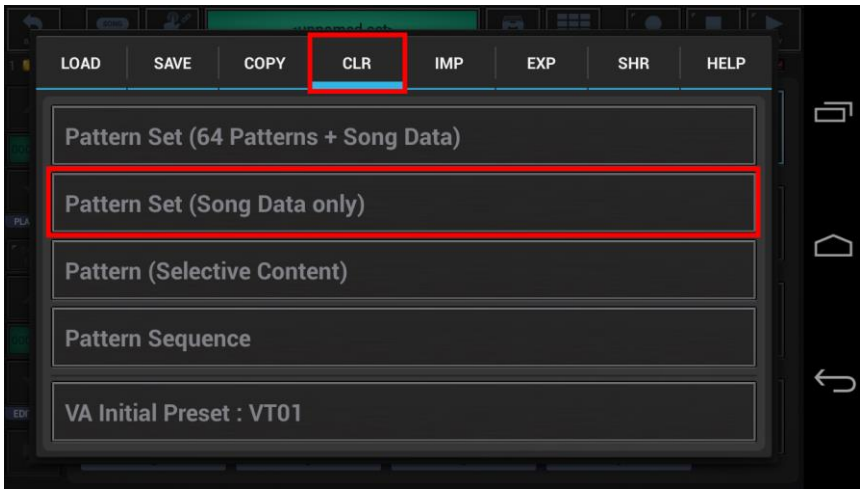
Open the Main Menu (on every screen).



To clear a Pattern Set, select the CLR tab, and then choose "Pattern Set (…)".



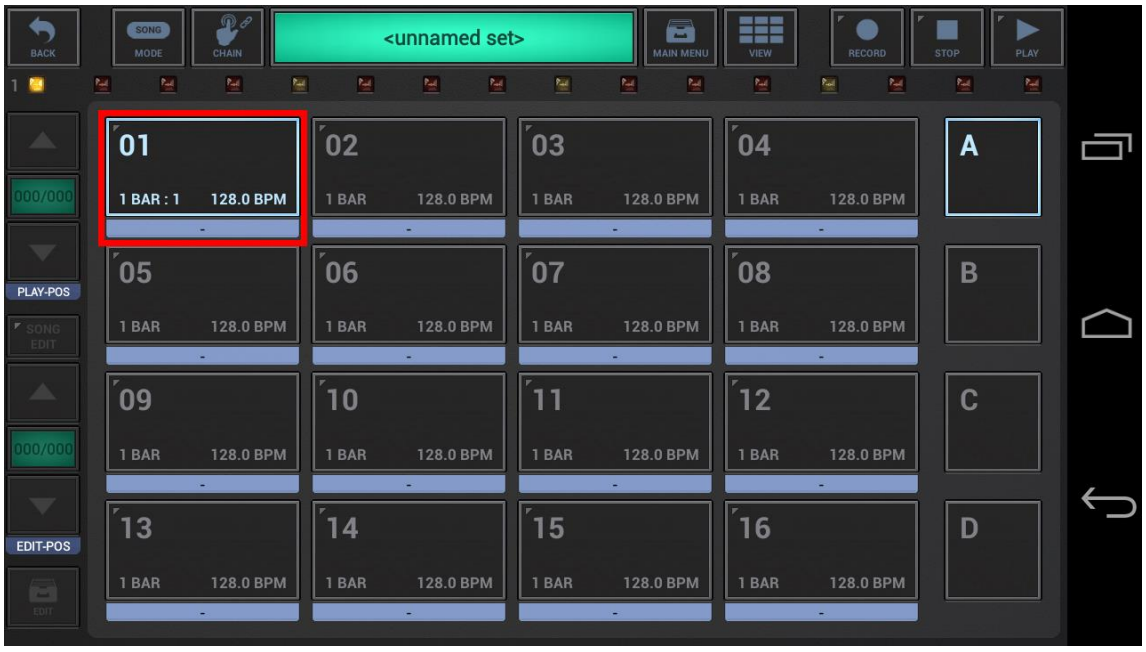
Alternatively you can also clear the Song Data only (and keep the Patterns).



14.2 Pattern Slots & Banks

A Pattern Set can contain max 64 Patterns (4 banks of 16), which can be switched by tapping one of the 16 Pattern slot buttons. To switch between the banks click on A, B, C or D.

Note: As a matter of course, you don't have to save the Patterns separately. A Pattern Set is saved as a self-contained file, which includes its Patterns.



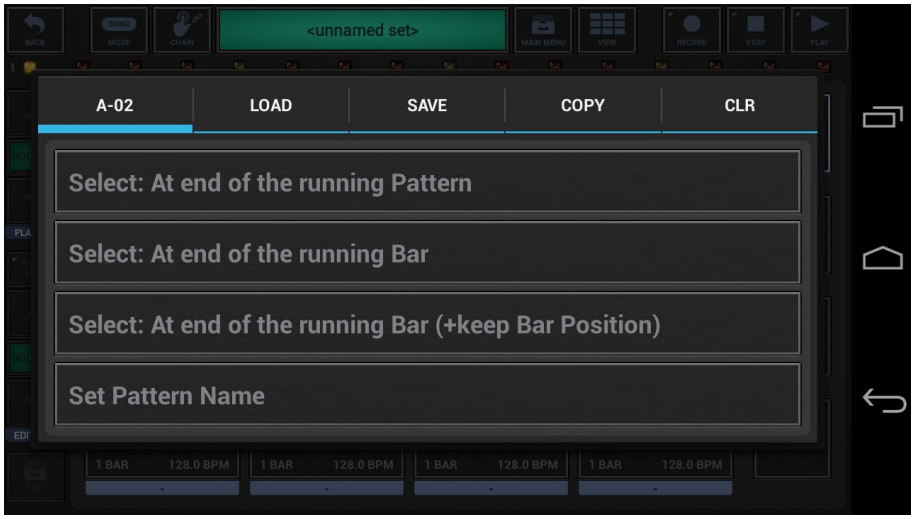
The highlighted (or selected) Pattern means, this Pattern is currently loaded (and played if the sequencer is running). This is the Pattern you edit on all other screens.

14.3 Pattern Slot Menu

The Pattern Slot Menu provides all operations for a particular Pattern Slot.

Long click a Pattern Slot to open the Pattern Slot Menu.

14.3.1 A/B/C/D-[..]



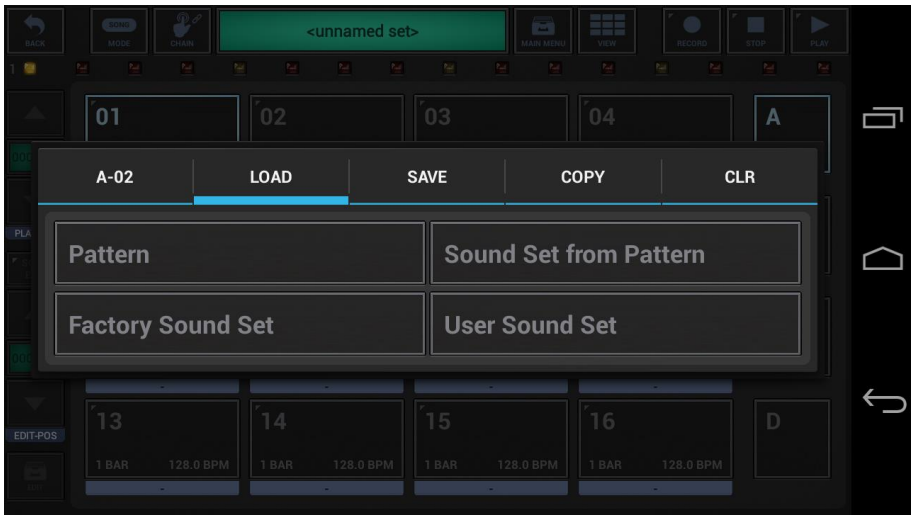
Select: At end of the running Pattern:
Running Sequencer: Schedules a Pattern Change at the end of the running Pattern
Stopped Sequencer: Executes the Pattern Change immediately
(see Chapter: Beat-Safe Pattern Changes)

Select: At end of the running Bar:
Running Sequencer: Schedules a Pattern Change at the end of the running Bar
Stopped Sequencer: Executes the Pattern Change immediately
(see Chapter: Advanced Pattern Changes)

Select: At end of the running Bar (+keep Bar Position):
Running Sequencer: Schedules a Pattern Change at the end of the running Bar (and keep the Bar position)
Stopped Sequencer: Executes the Pattern Change immediately
(see Chapter: Advanced Pattern Changes)

Set Pattern Name:
Set the Name of the Pattern in the Slot

14.3.2 Load



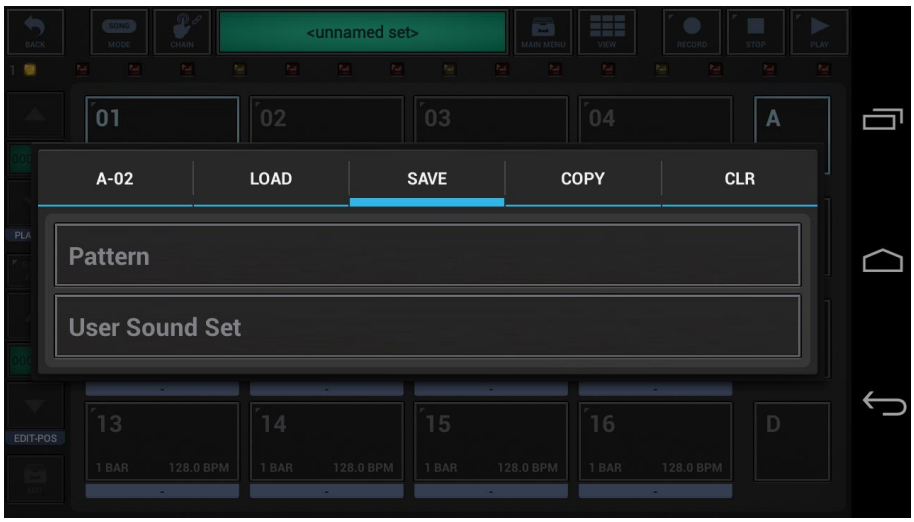
Load Pattern:
Load an existing Pattern into the Pattern Slot

Load Factory Sound Set:
Load a Sound Set provided by the G-Stomper app or by an Add-On Pack into the Pattern Slot

Load User Sound Set:
Load one of your own Sound Sets into the Pattern Slot

Load Sound Set from Pattern:
Import the Sound Set from an existing Pattern into the Pattern Slot

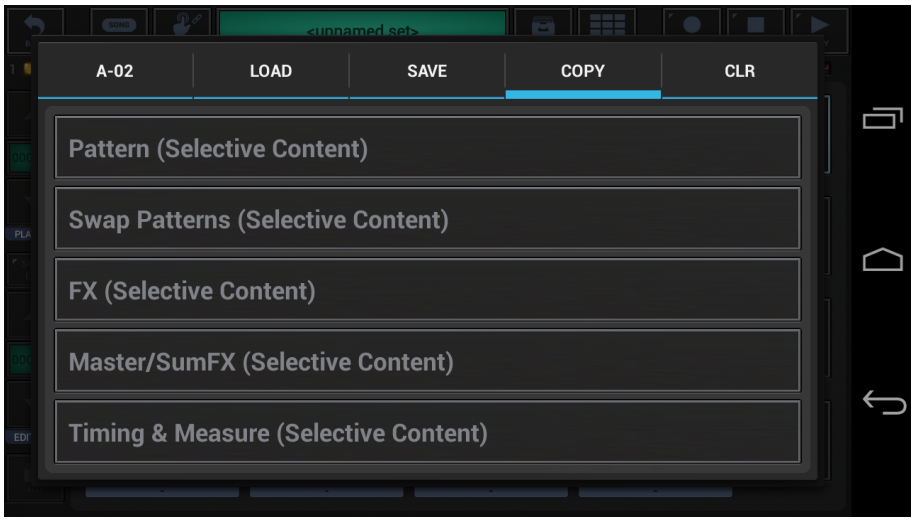
14.3.3 Save



Save Pattern:
Save the Pattern of the Pattern Slot

Save User Sound Set:
Save the Sound Set of the Pattern Slot

14.3.4 Copy



Copy Pattern (Selective Content):
Copy the complete Pattern or selective Content (multiple choice) from one Slot to ..
.. a Pattern of your choice
.. to all Patterns in the current Pattern Set
.. to a subset of Patterns in the current Pattern Set
.. to a complete Pattern Bank (A, B, C, D)

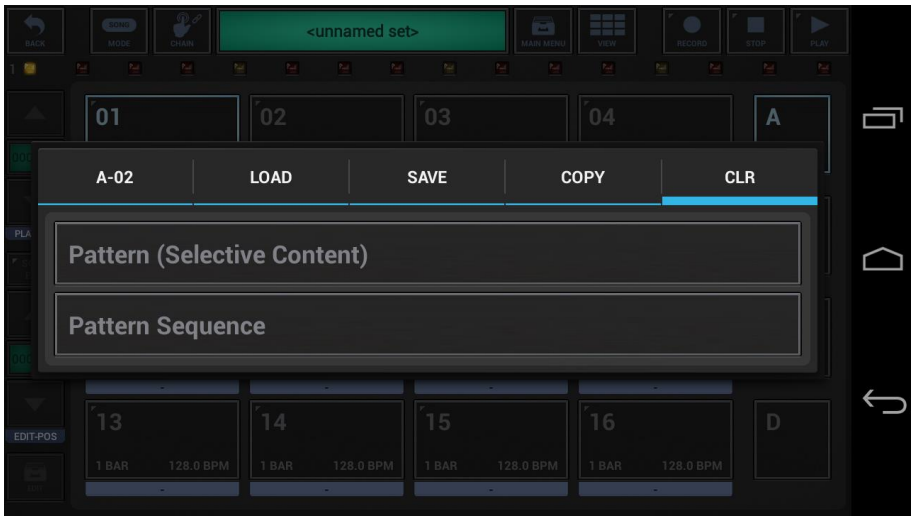
Swap Pattern (Selective Content):
Swap the complete Pattern or selective Content (multiple choice) with another Pattern Slot

Copy FX (Selective Content):
Copy the complete FX section or selective Content (multiple choice) from one Slot to ..
.. a Pattern of your choice
.. to all Patterns in the current Pattern Set
.. to a subset of Patterns in the current Pattern Set
.. to a complete Pattern Bank (A, B, C, D)

Copy Master/SumFX (Selective Content):
Copy the complete Master/SumFX section or selective Content (multiple choice) from one Slot to ..
.. a Pattern of your choice
.. to all Patterns in the current Pattern Set
.. to a subset of Patterns in the current Pattern Set
.. to a complete Pattern Bank (A, B, C, D)

Copy Timing & Measure (Selective Content):
Copy the complete Timing & Measure section or selective Content (multiple choice) from one Slot to ..
.. a Pattern of your choice
.. to all Patterns in the current Pattern Set
.. to a subset of Patterns in the current Pattern Set
.. to a complete Pattern Bank (A, B, C, D)

14.3.5 Clear



Clear Pattern (Selective Content):
Clear the complete Pattern or selective Content (multiple choice).

Clear Pattern Sequence:
Clear all Sequence Data of the Pattern in the slot (Main Sequence and Parameter Automations), but keep the Sound Presets (Samples incl. Settings, Synthesizer Presets).

14.4 Live Arranging

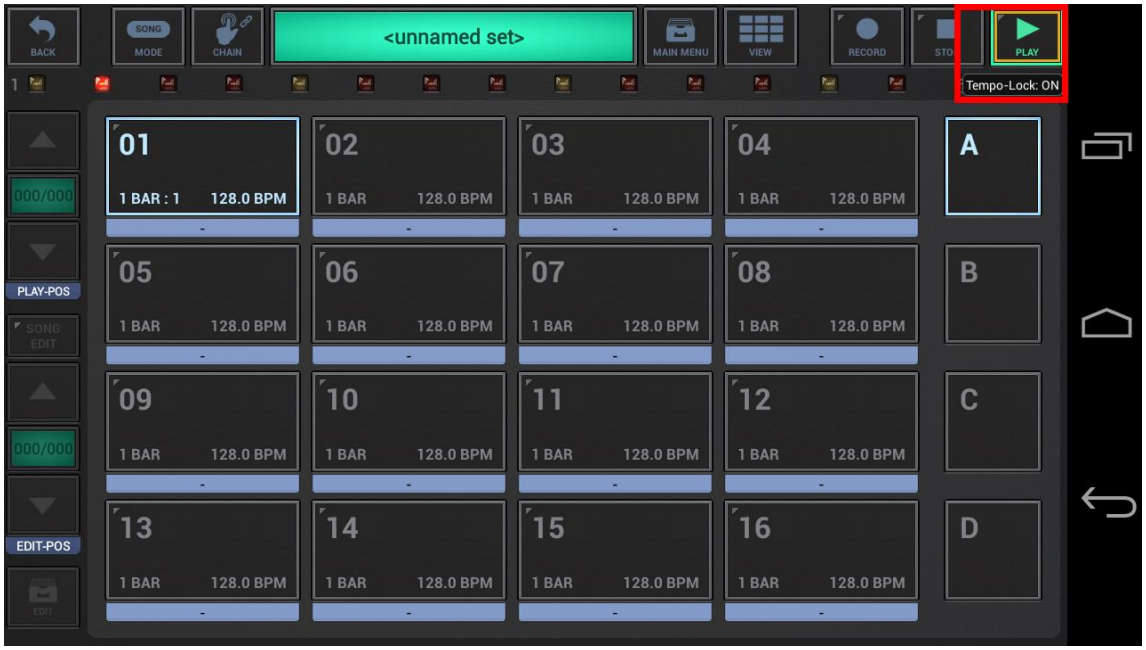
The Pattern Set Live Arranger is used to switch between the different Patterns while the Sequencer is running. A switch from one Pattern to another one is called a "Pattern Change".

A Pattern Change occurs when you…

- tap one of the Pattern Slots
- load a Pattern or a Pattern Set from your storage
- copy a Pattern from one Pattern Slot to another one
- swap a Pattern Slot with another one
- manually change the Song playback position in Song mode

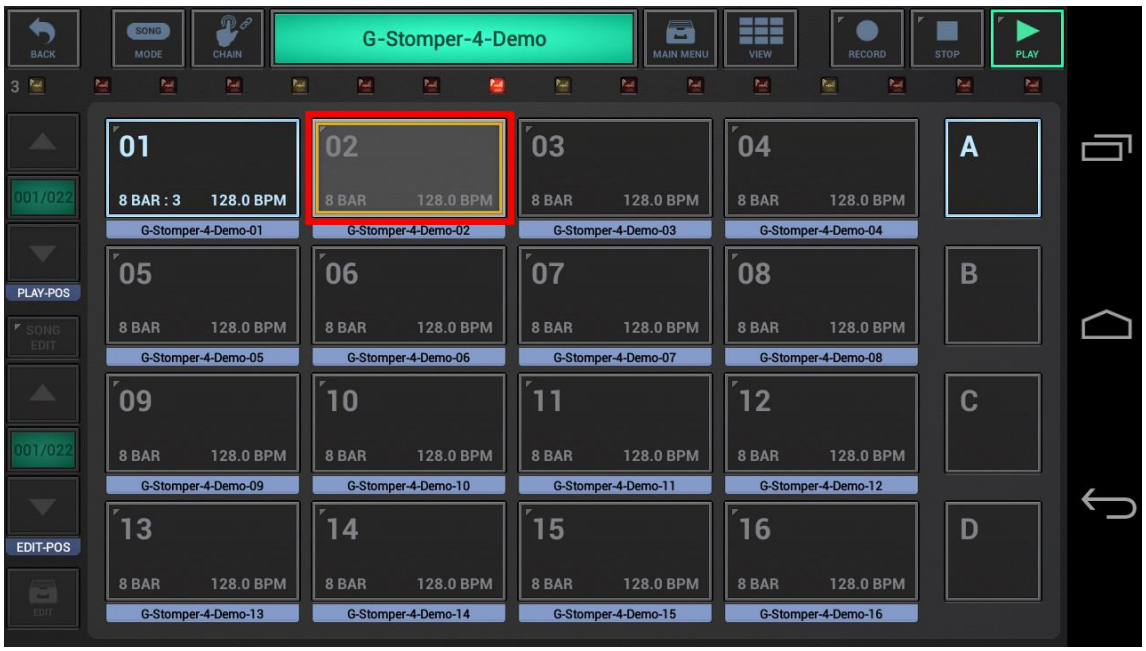
Every Pattern Change will always be Beat-Safe, which means you'll never run into abrupt beat changes. (see next Chapter: Beat-Safe Pattern Changes)

Note:
When you're using Patterns with different Tempo settings, but you want them all to run in the current Session Tempo, long press the Play button to enable the "Tempo Lock". The Tempo Lock locks the current Tempo as long as the Sequencer is running, independent what Tempo is set in the different Patterns.



14.4.1 Beat-Safe Pattern Changes

What are Beat-Safe Pattern Changes?



If you do Pattern Changes (with a single short click to a Slot) while the Sequncer is runnging, then the change will actually be scheduled to the end of the currently running Pattern.

In this case the new selected Slot is in pre-selected state (gets a yellow border). It keeps this state until the currently running Pattern reaches its end.

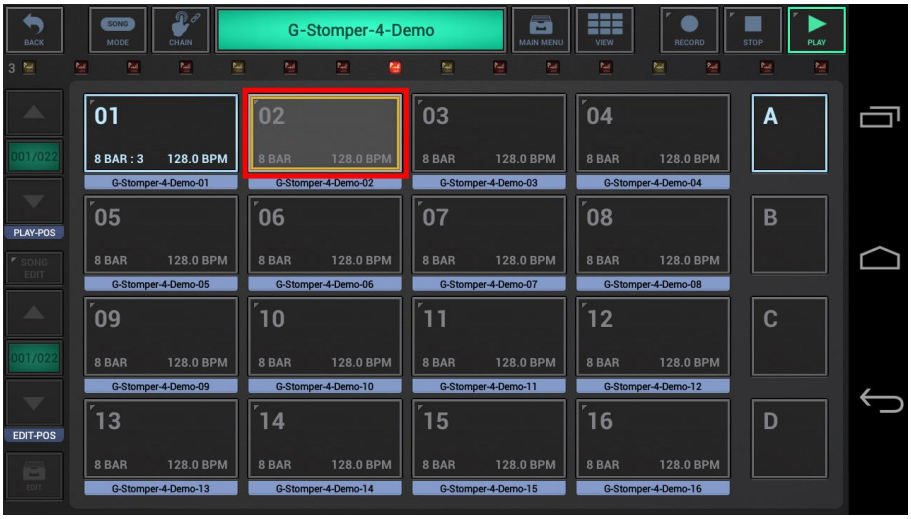
Once the currently playing Pattern ran through, the new (pre-selected one) gets selected and started.

Pattern changes of any kind (also when loading Patterns or Pattern Sets) are always Beat-Safe.

14.4.2 Advanced Pattern Changes

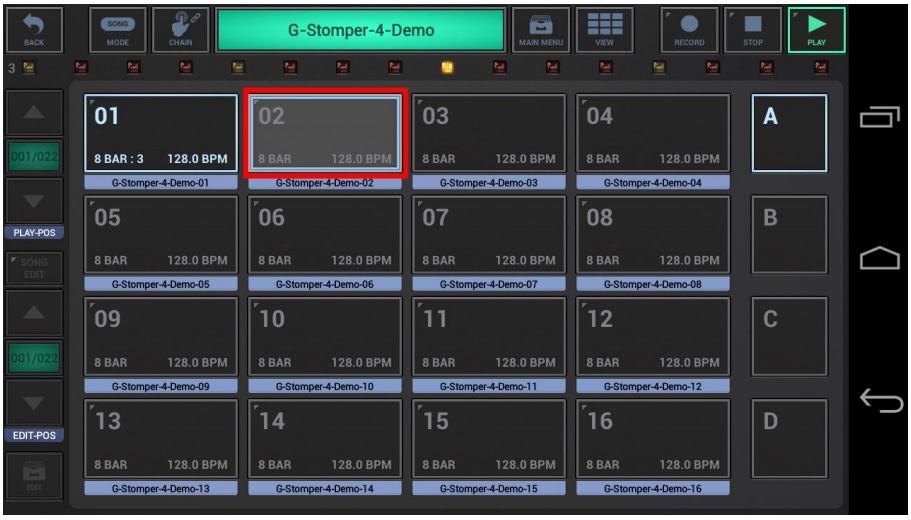
In addition to the normal (single click) Pattern changes, there are 2 advanced Pattern Change types, which can be activated with multiple consecutive clicks on the same destination Slot.

- **First click on the destination slot (yellow border)**
  The known behaviour as mentioned in the chapter Beat-Safe Pattern Changes.
  The current Pattern continues until its end and then changes to the beginning of the destination Pattern.



Alternative you can use initiate this Pattern Change in use of the Pattern Slot Menu
(see Chapter: A/B/C/D-[..])

- **Second click on the destination slot (blue border)**
  The current Pattern continues until the end of the current bar/position and then changes to the beginning of the destination Pattern.



Alternative you can use initiate this Pattern Change in use of the Pattern Slot Menu
(see Chapter: A/B/C/D-[..])

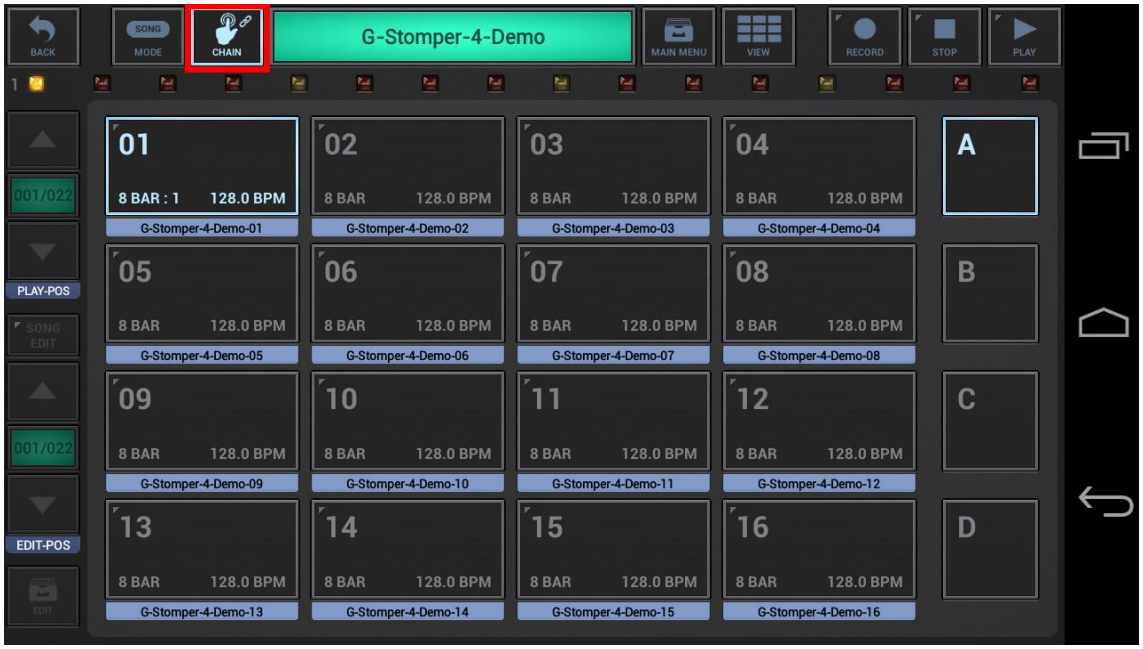
- **Third click on the destination slot (green border)**
  The current Pattern continues until the end of the current bar/position and then changes to the destination pattern while keeping the position (instead of setting it to the start). E.g. you have set of two 4 bar patterns. Start on Slot 1, then click 3 times on slot 2 (while the first bar is running) so that it gets a green border. At the end of bar 1 it changes to slot 2 and continues on bar 2.

Alternative you can use initiate this Pattern Change in use of the Pattern Slot Menu (see Chapter: A/B/C/D-[..])

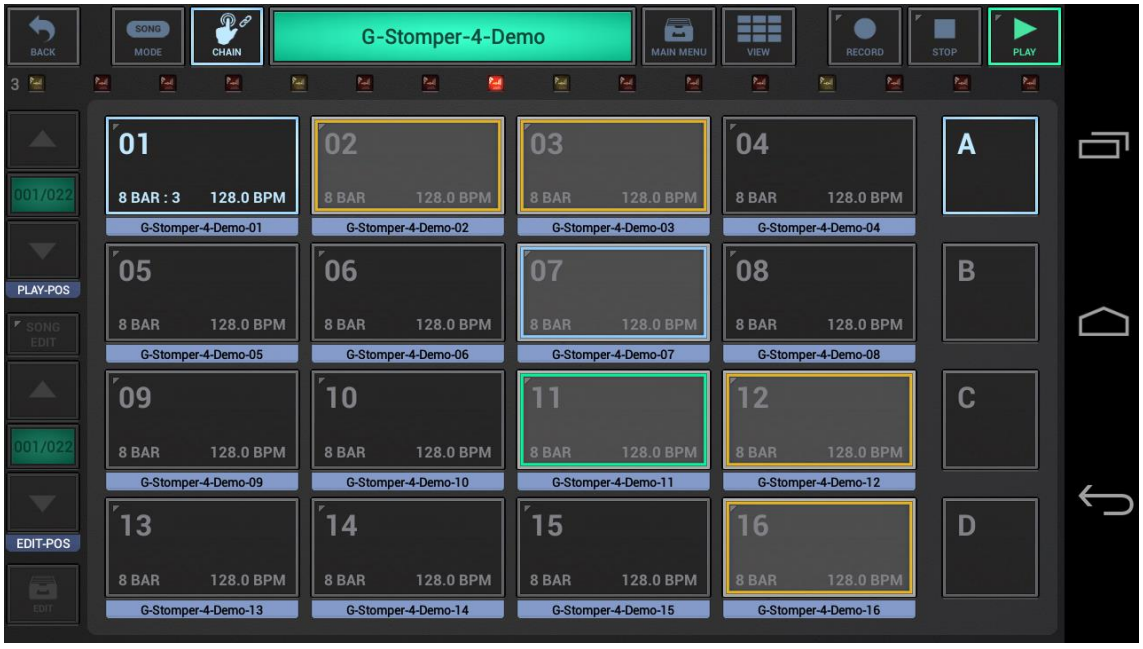
Note:
As a matter of course, the advanced Pattern change types can be recorded in Song mode as well as edited in Song Edit mode.

14.4.3 Pattern Change Chain Mode

The Pattern Change Chain Mode allows you to chain multiple Pattern Changes in a row. In other words, you can pre-select an unlimited amount of upcoming Pattern Changes, which will be executed in the exact order and type you define them.



With the Chain Mode enabled, simply tap the Slots in the order (and Pattern Change type) you want them to be executed.



That way you can enter a quick Sequence in a live situation, which gives you time to tweak Parameters on other screens while the pre-selected Pattern Slots (Changes) get executed.

Note:
As a matter of course you can use the Pattern Change Chain Mode while recording a Song Arrangement.

14.4.4 Quick Pattern Set Navigator

The Quick Pattern Set Navigator is a quick access to the to all basic Pattern Set operations including the long press menu. Furthermore it allows you to switch between different Patterns withing a Pattern Set without navigating to the Pattern Set view.

It is attached as a secondary (long press) action to the Pattern Menu button on every screen (except on the Pattern Set screen itself).

Note: The Quick Pattern Set Navigator (as well as the Pattern Set) exists exclusively in G-Stomper Studio.

Long Click the Pattern Menu → Opens the Quick Pattern Set Navigator (G-Stomper Studio only)

Short Click the Banks/Slots to switch between the Patterns.

Long Click the Pattern Slots to show up the Pattern Slot Menu.

14.5 Song Mode

The Song Mode is used to create Song Arrangements, which are basically an automated Sequence of Pattern Changes. The Song data is saved together with the Pattern Set.

You can chain up to 999 Pattern Changes to a Song.

There are two main ways create a Song arrangement:

- Record your Pattern changes during Playback (record your live session as a song).
- Create/Edit your Song step-by-step in use of the Song Edit mode.

Of course, you can switch between Song Recording and Song Edit Mode at any time you want.

14.5.1 Song Position Controls

The Song Position Controls are used to navigate forward and backward within a Song arrangement.

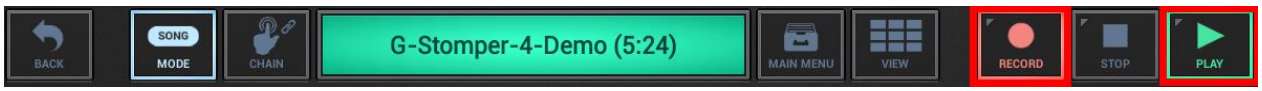
Use the Up/Down arrows to change the Song playback position.

The display between the Up/Down arrows shows the current Song playback position and the Song length.
<song-playback-position>/<song-length>

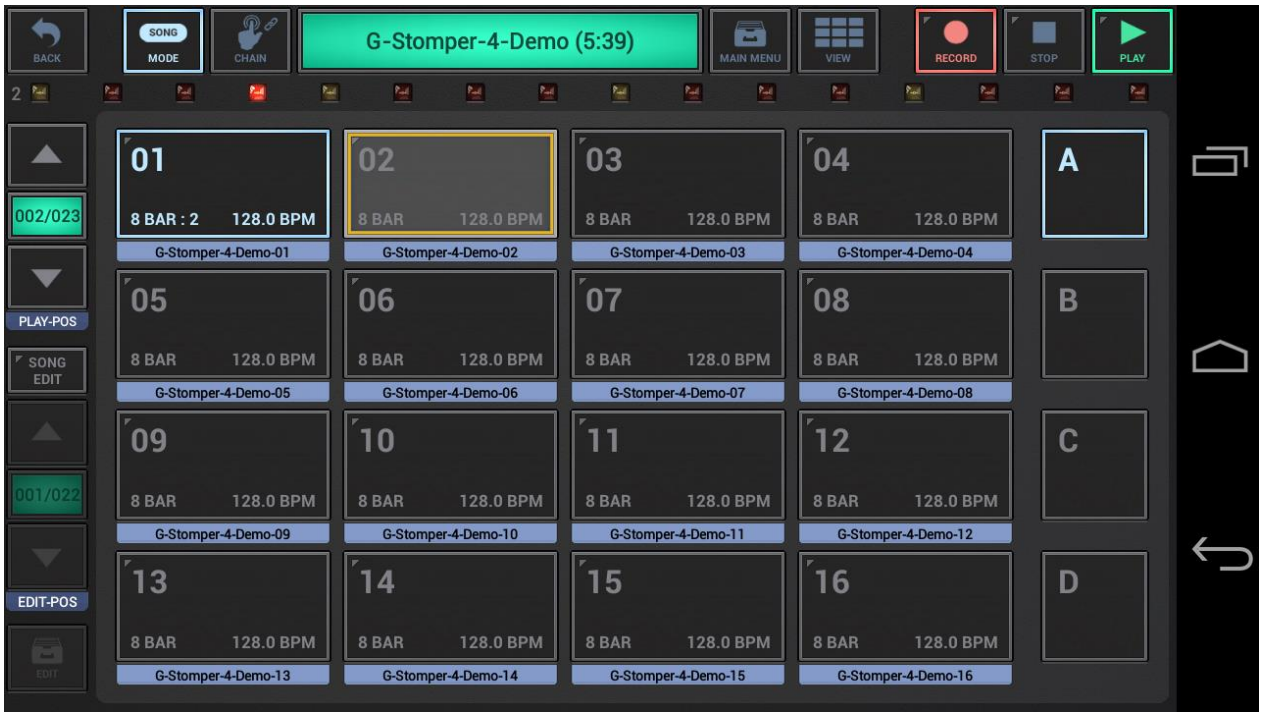
You can change the playback position at any time, on stopped or running Sequencer.

14.5.2 Song Live Recording

Enable the Song Mode and Press Record and Play to start recording.



Now, while the sequencer is running and recording, tap the slots in the way you want the Patterns to be changed.



Every executed Pattern Change is recorded to the Song arrangement, or in other words, every Pattern Change creates an item in the Song Arrangement.

A Song arrangement item is also created, if you don't change the Pattern while recording (when you leave the Slots as they are), then when the current Pattern reaches its end and starts over again.

Note:
As a matter of course you can use the Pattern Change Chain Mode as well as the advanced Pattern Changes while recording a Song Arrangement.

Note:
To record Pattern Changes the Song Edit Mode must be disabled (which is the default).
(see Chapter: Song Edit Mode)

14.5.3 Song Playback

Once you recorded or loaded a Song (a Pattern Set that contains Song data), simply enable the Song Mode and Press play.

During Song Playback, you always see where you are (which Pattern is currently playing) and where you go next (which Pattern Change is pending). The pending Change is indicated with a yellow, blue or green border, depending on the Pattern Change Type (see Chapter: Advanced Pattern Changes).

If you do manual Pattern Changes in Song Mode while a Song is playing, but not recording, then the Song stays at its current playback position and the playback turns live, as long you do manual Pattern Changes. The Song continues automatically, when you stop doing Pattern Changes.

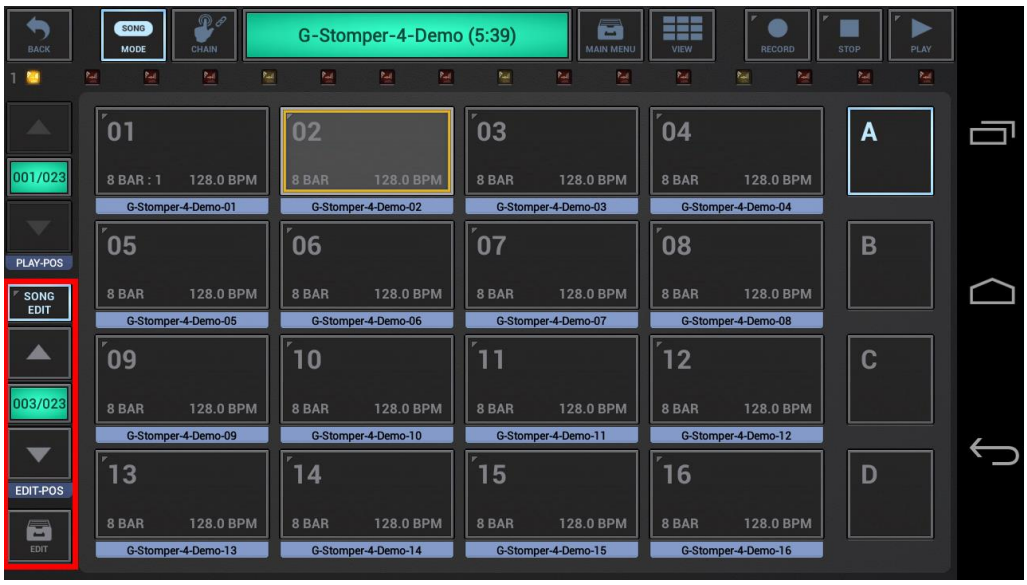
In other words, you can have a predefined Song structure, and you can do live Pattern changes at any position you like, within that structure.

If you want to record these live interactions, just hit the record button and the recorded Pattern changes will be inserted at the current Song position.

Note:
While playing a song, you can leave the Song Mode at any time you want. Simply press the Song Mode button to switch to Live Mode. If you enable the Song Mode again, then the Song continues automatically at its previous playback position.

14.5.4 Song Edit Mode

The Song Edit Mode is used to create and edit a Song arrangement step-by-step instead of recording it live.



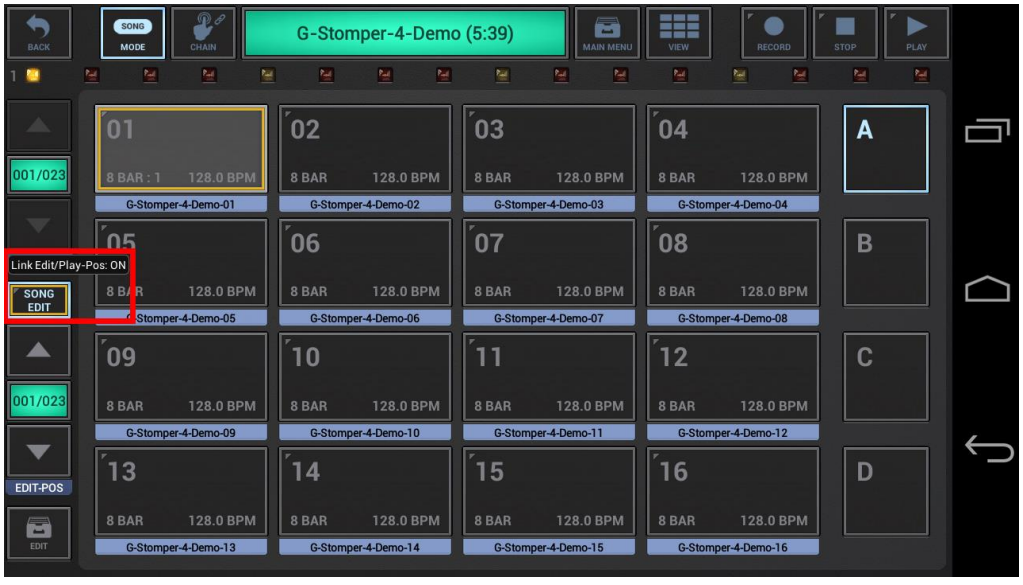
Use the Up/Down arrows to change the Song edit position.

The display between the Up/Down arrows shows the current Song edit position and the Song length.
<song-edit-position>/<song-length>

When you tap through the Song using the Up/Down arrows, you always see what Pattern Change will be done at the particular positions, actually where it'll go, and what type of Pattern Change is applied.

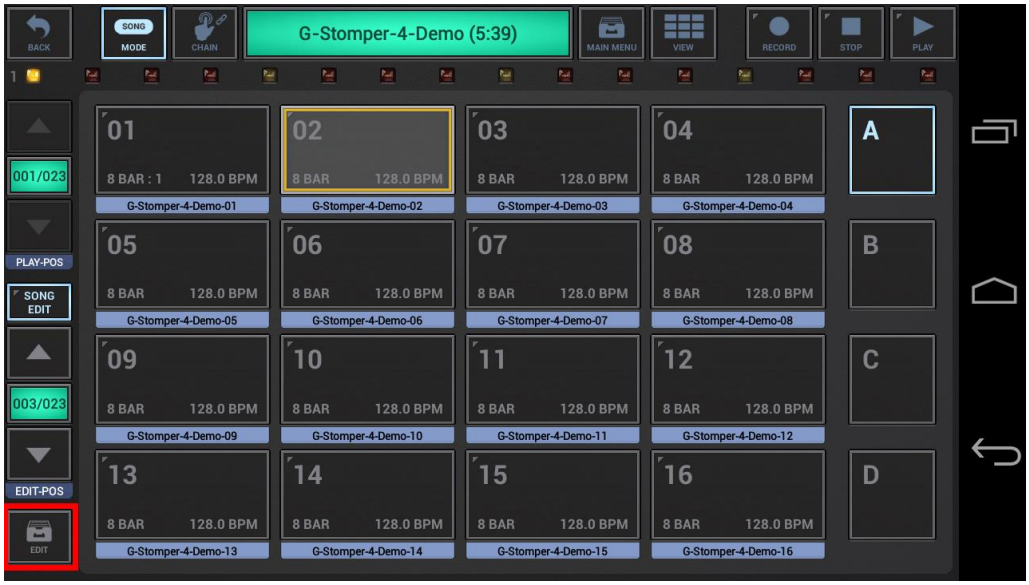
To change a particular position, simply navigate to it and then press one of the Pattern Slots to change Song item.

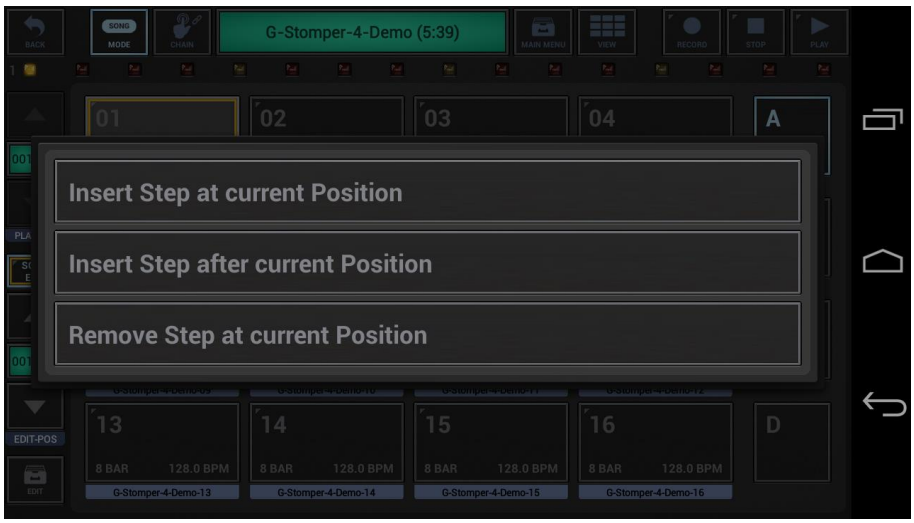
Note:
By default, the Song playback position and edit position are independent from each other. In other words, you can edit the Song at one position and let it playback at another position.
If you want to link the playback and edit position, long press the Song Edit button to enable the Link Mode. If turned on, then the edit position follows the playback position and vice versa.



14.5.5 Song Edit Menu

The Song edit Menu is used to insert or remove Song Steps (Pattern Change Elements) at a particular edit position.




G-Stomper-4-Demo (5:39)
Insert Step at current Position
Insert Step after current Position
Remove Step at current Position

Insert Step at current Position:
Inserts a Song Step (Pattern Change Element) at the current edit position.

Insert Step at current Position:
Inserts a Song Step (Pattern Change Element) right after the current edit position.

Remove Step at current Position:
Removes the Song Step (Pattern Change Element) at the current edit position.